

The **essential** magazine for Amiga enthusiasts

# AMIGA SHOPPER

Subscription Letter

Issue **58** January 1996

*Welcome to the very first Amiga Shopper of 1996. Make it your New Year Resolution to eat, sleep and breathe Amiga. We have...*

Dear Subscriber,

What better start to the New Year than another World Of Amiga Show, which Amiga Technologies are busy organising as we speak – check out our news pages in the issue for all the details. Amiga Shopper will be there on a stand with Amiga Format, so why not come along and say hello?

And we have plenty of great features, reviews and interviews planned for you already for the next few months – we could fill two issues every month without even trying! (Don't tell our publisher, though.)

But, back to this issue where the highlights include OTM's database PowerBase 3.4 on the Coverdisks (which ties in nicely with our business software Supertest); a report from the Computer '95 Show in Cologne; an Operating Systems head-to-head; plus another 3D tutorial from Mojo.

Amiga Shopper would just like to say: "Happy New Year!"

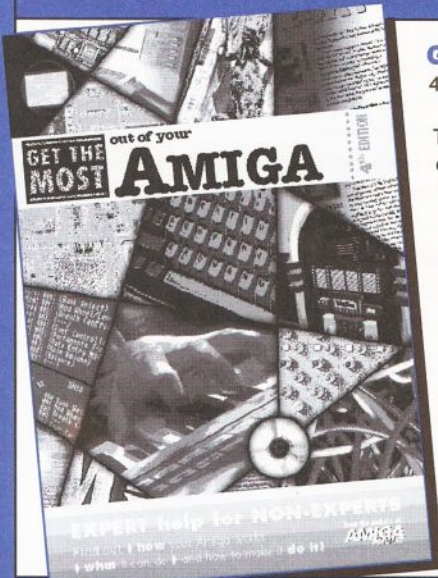


Sue Grant,  
Editor.



Sue Grant is the Editor of Amiga Shopper. She has worked in publishing for over 13 years and has been at Future Publishing for the past three of them, firstly as Production Editor of Super Play, then as Deputy Editor of Amiga Format.

## Exclusive subscriber offer!



### Get The Most Out Of Your Amiga 4th edition

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# Subscribersdisk

Last month's Subscriber's disk was a real Christmas cracker and this, the first edition of the New Year, brings the promise of yet more gems rooted out by champion truffle-hunter **David Taylor**.

Here we are with the January issue that I'm having to sweat over late into the night so that I can go on my Summer holiday. The world is a strange place. Still, enough consideration of the temporal distortion that surrounds our offices, because this disk certainly isn't stuck in the past. There's over 3Mb of fantastic stuff squashed on here.

You need four floppy disks if you're installing to floppy. On with the show...

## ABackup 5.01

ABackup has been a popular back-up program on the Amiga for a few years. It has now seen the release of version 5 and been brought bang up to date. It is designed for use with hard drives and so, when you've de-archived the disks – even to hard drive – you should use the Install icon to make sure all the files are installed in the correct places. When that's done, just double-click on the icon to start the program. The program itself is very easy to use, allowing you to back up and restore files and partitions with ease. If you do have any problems, there is a comprehensive guide for you to refer to. Note that this program is Shareware – see the docs for details of registering.

## HippoPlayer 2.20

There are plenty of module players around, but they tend to offer varied functions. This player grabbed my attention because it can play modules that are archived with LHA or LZX. I actually had a problem using it with LHA archives, but I got around this by repeating the use of the LZX script, since the registered version of LZX can also deal with LHA files – so if you haven't registered LZX, here's another incentive. HippoPlayer is very easy to install. It requires the reqtools.library in your Libs: (the library is included) and a few files to be copied to your S: directory. The docs are there for more details, but you should find the operation quite easy, especially since it's had the GUI revamped and the rather nifty Prefs section updated.

## Power Procedures

Last month's main Coverdisk contained IntOS, the AMOS extension. It seems that although Europress seemed to believe it to be a dead language, AMOS is still popular. This is another extension to allow you to update the rather awful requesters that are inherent in AMOS programs. Power Procedures is a demo and can actually be used in compiling in your own programs, although it will only work for a certain number of times. We reviewed it last issue in the PD section and gave it a very respectable 81 per cent. I wouldn't be surprised if quite a few of you register for the full version. If you do, let us take a look at your finished programs, won't you?

Details of using Power Procedures and how to register it can be found in the docs. There's also a demo for you to take a look at the requesters before you try them out in your programs.

## ColorPatch

Ever had a monitor go on the blink and want to alter the display or the contrast? Well, here's the program for you. Designed to look like most Preferences programs, you can alter the colour saturation and even use it for colour correction. Although you might think you are altering the palette, you aren't – you are altering the interpretation of colours. So if one colour doesn't come out as it should, you can use this to correct your display's error.

## HDEnv

Some people have been asking for this program, so here it is. This is designed to allow you to maximise your RAM:, by changing ENV: to a directory on your hard disk. Normally ENV: is held in RAM: and contains all the small preferences for your programs. Because of the number of programs nowadays, this can easily be 100K made up entirely of 1 and 2K preference files. This program requires a bit of installing and messing around with your StartUp-Sequence, so only do this if you're confident you know what you're doing. Above all, ensure you have a back up of your StartUp-Sequence before doing anything. I mean it – I'm not going to start talking people through re-constructing their StartUp just because they couldn't be bothered to store a 2K file back-up. You have been warned!

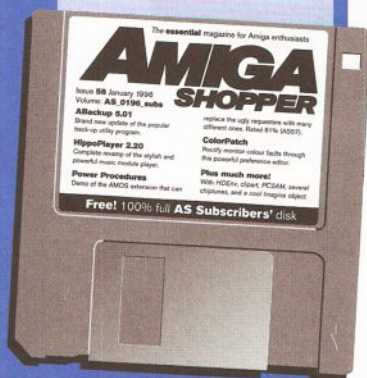
## And the rest...

Is that the lot? You must be joking. There's a full disk of **clipart**, made up entirely of illuminated letters for use in fancy script-type pictures. This has every single letter illuminated in two ways and the disk contains the full Alphabet archive from Aminet.

There's also a program called **PC2AM**, which is used to convert text files from PC to Amiga format. It converts the unusual ASCII codes to the Amiga ones.

In the **Chiptunes** directory, you can find a selection of chiptunes taken from Aminet. There's some of my favourites here as well as some new ones. You can listen to them in most module players, including HippoPlayer on this disk.

Last, but not least, is an **Imagine object** for 3D lovers. It's of Darth Vader's ship from Star Wars (although I'm up for correction – it might be his ship from one of the other films; my knowledge of the trilogy isn't entirely encyclopedic). Anyway, it's so you didn't feel left out after all that Real 3D stuff in this month's 3D Zone. LightWave users, please send your objects in for inclusion because there aren't that many around. ■



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